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	L6	715/759.ccls.	140
	L5	715/757.ccls.	119
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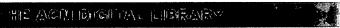


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Exploiting perception in high-fidelity virtual environments: Exploiting perception in

high-fidelity virtual environments



Additional presentations from the 24th course are available on the citation

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez July 2006 ACM SIGGRAPH 2006 Courses SIGGRAPH '06

Publisher: ACM Press

Full text available: pdf(5.07 MB) Additional Information: full citation, appendices and supplements, mov(68:6 MIN) abstract, references, cited by

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception quide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

2 An experimental investigation of the interactive effects of interface style, instructions,





and task familiarity on user performance

Kai H. Lim, Izak Benbasat, Peter A. Todd

March 1996 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 3 Issue

Publisher: ACM Press

Full text available: pdf(2.19 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Norman proposed a model describing the sequence of user activities involved in humancomputer interaction. Through this model, Norman provides a rationale for why directmanipulation interfaces may be preferred to other design alternatives. Based on action identification theory we developed several hypotheses about the operations of Norman's model and tested them in a laboratory experiment. The results show that users of a direct-manipulation interface and a menu-based inte ...



SIGGRAPH '90 Workshop report: software architectures and metaphors for non-



WIMP user interfaces
Mark Green, Robert Jacob

July 1991 ACM SIGGRAPH Computer Graphics, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(958.64 KB) Additional Information: full citation, citings, index terms

4 The state of the art in automating usability evaluation of user interfaces



Melody Y. Ivory, Marti A Hearst

December 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 4

Publisher: ACM Press

Full text available: pdf(2.31 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms, review

Usability evaluation is an increasingly important part of the user interface design process. However, usability evaluation can be expensive in terms of time and human resources, and automation is therefore a promising way to augment existing approaches. This article presents an extensive survey of usability evaluation methods, organized according to a new taxonomy that emphasizes the role of automation. The survey analyzes existing techniques, identifies which aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automation, web interfaces

⁵ On user interface reference models



Keith A Lantz

October 1986 ACM SIGCHI Bulletin, Volume 18 Issue 2

Publisher: ACM Press

Full text available: pdf(693.13 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The proliferation of personal workstations and computer networks has enabled users to develop or otherwise access an ever wider range of applications. Unfortunately, the human-computer interface has not kept pace with the available hardware, nor with the aspirations of many users. Major advances are required with respect to the "style" of human-computer interaction -- advances in graphical techniques as well as other communications media. Moreover, this "style" should be as consistent as possibl ...

6 Directness and liveness in the morphic user interface construction environment



John H. Maloney, Randall B. Smith

December 1995 Proceedings of the 8th annual ACM symposium on User interface and software technology UIST '95

Publisher: ACM Press

Full text available: 📆 pdf(974.15 KB) Additional Information: full citation, references, citings, index terms

Keywords: animation, automatic layout, direct manipulation, directness, live editing, liveness, structural reification, user interface construction, user interface frameworks

Interacting with the WWW: Flexible, dynamic user interfaces for Web-delivered training





Srdjan Kovacevic

May 1996 Proceedings of the workshop on Advanced visual interfaces AVI '96

Publisher: ACM Press

Full text available: pdf(1.75 MB) Additional Information: full citation, abstract, references

One of the critical parts of a tutoring system is its user interface (UI), which must neither constrain an author in developing lessons, nor impede a student during practice. A system providing training over the Web must also address issues of interface transport, providing feedback and managing local context. We have developed a system, MUSE, that applies a model-based technology to address the above requirements. It supports a wide range of interface styles. Resulting UIs can be customized and ...

Keywords: UI components, UI design tools, UI models, UI representation, Web interfaces, Web-delivered training, application semantics, intelligent tutoring system, model-based design

⁸ End-user object-oriented programming by means of an object-oriented interface





Robert F. Gordon

January 1994 ACM SIGPLAN OOPS Messenger, Volume 5 Issue 1

Publisher: ACM Press

Full text available: pdf(545.57 KB) Additional Information: full citation, abstract, index terms

An object-oriented interface (OOI) provides the capability of object-oriented programming to the end-user (non-programmer). In this paper, we provide an example of an OOI for the specific application area of simulation modeling. We describe how this OOI provides the end-user with the requisite tools for object-oriented programming in this domain. The end-user programs, compiles, runs, and analyzes the results of simulation models by using the objects and functions provided by the interface. We s ...

9 User interface software tools



Brad A. Myers

March 1995 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 2 Issue

Publisher: ACM Press

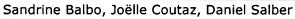
Full text available: pdf(3.25 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Almost as long as there have been user interfaces, there have been special software systems and tools to help design and implement the user interface software. Many of these tools have demonstrated significant productivity gains for programmers, and have become important commercial products. Others have proven less successful at supporting the kinds of user interfaces people want to build. This article discusses the different kinds of user interface software tools, and investigates why some ...

Keywords: interface builders, toolkits, user interface development environments, user interface software

10 Towards automatic evaluation of multimodal user interfaces



February 1993 Proceedings of the 1st international conference on Intelligent user interfaces IUI '93

Publisher: ACM Press

Full text available: pdf(807.76 KB) Additional Information: full citation, references, citings, index terms

Keywords: Wizard of Oz, capture of behavioral data, multimodal user interface, user interface evaluation techniques

11 TAE Plus: Transportable Applications Environment Plus: a user interface

development environment

Martha R. Szczur, Sylvia B. Sheppard

January 1993 ACM Transactions on Information Systems (TOIS), Volume 11 Issue 1

Publisher: ACM Press

Full text available: pdf(1.99 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The Transportable Applications Environment Plus (TAE Plus) is a NASA-developed user interface development environment (UIDE) for the rapid prototyping, evaluation, implementation, and management of user interfaces. TAE Plus provides an intuitive What You See Is What You Get (WYSIWYG) WorkBench for designing an application's user interface. The WorkBench supports the creation and sequencing of displays, including real-time, data-driven display objects. Users can define context-sensitive help ...

Keywords: graphical user interfaces, prototyping, user interface development tools

12 The GOMS family of user interface analysis techniques: comparison and contrast



•

Bonnie E. John, David E. Kieras

December 1996 ACM Transactions on Computer-Human Interaction (TOCHI), Volume 3
Issue 4

Publisher: ACM Press

Full text available: pdf(594.14 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>, <u>review</u>

Sine the publication of The Psychology of Human-Computer Interaction, the GOMS model has been one of the most widely known theoretical concepts in HCI. This concept has produced severval GOMS analysis techniques that differ in appearance and form, underlying architectural assumptions, and predictive power. This article compares and contrasts four popular variantsof the GOMS family (the Keystroke-Level Model, the original GOMS formulation, NGOMSL, and CPM-GOMS) by applying t ...

Keywords: GOMS, cognitive modeling, usability engineering

13 Interaction design at the Utrecht School of the Arts



Lon Barfield, Willie van Burgsteden, Ruud Lanfermeijer, Bert Mulder, Jurriënne Ossewold, Dick Rijken, Philippe Wegner

July 1994 ACM SIGCHI Bulletin, Volume 26 Issue 3

Publisher: ACM Press

Full text available: pdf(5.38 MB)

Additional Information: full citation, abstract, citings, index terms

The "Hogeschool voor de Kunsten Utrecht" (Utrecht School of the Arts, Utrecht, The Netherlands) offers a four-year curriculum in interaction design (roughly equivalent to an MA) and a one year master of arts degree in interactive multimedia. The material here presents our approach to interaction design as a discipline and the curriculum that embodies this approach. It features a collection of thoughts and snapshots-- we regard it as work in progress. Interaction design is a new field. It is grow ...

14 Compiler construction: an advanced course

F. L. Bauer, F. L. De Remer, M. Griffiths, U. Hill, J. J. Horning, C. H. A. Koster, W. M. McKeeman, P. C. Poole, W. M. Waite, G. Goos, J. Hartmanis



January 1974 Book

Publisher: Springer-Verlag New York, Inc.

Full text available: pdf(65.62 MB) Additional Information: full citation, abstract, references, cited by

The Advanced Course took place from March 4 to 15, 1974 and was organized by the Mathematical Institute of the Technical University of Munich and the Leibniz Computing Center of the Bavarian Academy of Sciences, in co-operation with the European Communities, sponsored by the Ministry for Research and Technology of the Federal Republic of Germany and by the European Research Office, London.

15 An experimental evaluation of transparent user interface tools and information





Beverly L. Harrison, Gordon Kurtenbach, Kim J. Vicente

December 1995 Proceedings of the 8th annual ACM symposium on User interface and software technology UIST '95

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: full citation, references, citings, index terms

Keywords: display design, interaction technology, toolglass, transparency, user interface design

16 New frontiers in ubicomp: Supporting time-based coordination in everyday service





interactions: the fluidtime system
Michael Kieslinger, Laura Polazzi

August 2004 Proceedings of the 2004 conference on Designing interactive systems: processes, practices, methods, and techniques DIS '04

Publisher: ACM Press

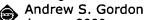
Full text available: 🔂 pdf(308.06 KB) Additional Information: full citation, abstract, references, index terms

The need for flexible and dynamic time management is becoming increasingly crucial in our society, especially where it concerns the coordination between individual and organizational time flows. The HCI community's prevailing approach to this issue focuses on personal time management or time-based coordination within teams and organizations. We follow a different angle, looking at the specific temporal relationship that connects individuals (customers) with service providers. In order to increase ...

Keywords: flexibility, mobile interactions, real-time, scheduling, time, ubiquitous computing, wireless

17 Using annotated video as an information retrieval interface





January 2000 Proceedings of the 5th international conference on Intelligent user interfaces IUI '00

Publisher: ACM Press

Full text available: pdf(1.09 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

The ability to deliver appropriate information to learners at the most appropriate time is an essential component of good instruction. In the best learning environments, this information is received in the context of the performance of the skills that are being acquired. This paper explores a technological approach to situated information retrieval by

linking materials to segments of a video recording a skill performance. An interface is described where users navigate through a video perfor ...

Keywords: computer learning environments, digital libraries, inforamtion retrieval, multimedia interfaces

18 The Purdue University network-computing hubs: running unmodified simulation tools





via the WWW

Nirav H. Kapadia, José A. B. Fortes, Mark S. Lundstrom

January 2000 ACM Transactions on Modeling and Computer Simulation (TOMACS),

Volume 10 Issue 1

Publisher: ACM Press

Full text available: pdf(110.49 KB)

Additional Information: full citation, abstract, references, citings, index terms

This paper describes the Web interface management infrastructure of a functioning network-computing system (PUNCH) that allows users to run unmodified simulation packages at geographically dispersed sites. The system currently contains more than fifty university and commercial simulation tools, and has been used to carry out more than two hundred thousand simulations via the World Wide Web. Dynamically-constructed virtual URLs allow the Web interface management infrastructure to support the ...

Keywords: Internet computing, network-computing, web-based simulation

19 TimeSpace: activity-based temporal visualisation of personal information spaces Aparna Krishnan, Steve Jones



January 2005 Personal and Ubiquitous Computing, Volume 9 Issue 1

Publisher: Springer-Verlag

Full text available: 📆 pdf(607.42 KB) Additional Information: full citation, abstract, index terms, review

Users' personal information spaces are characterized by their content, organisation, and ongoing user interaction with them. They are fluid entities, evolving over time, and supporting multiple user activities that may require different perspectives of the same underlying information structure. Increasing storage capacity of computing devices and ready access to networked resources puts users at risk of information overload, and presents increasing challenges in organising and accessing t ...

Keywords: Information management, Personal information spaces, Visualisation

20 Objective and alternatives for a computer assisted instruction system for the visually





handicapped William L. Ballenger

June 1979 ACM SIGLASH Newsletter, Volume 12 Issue 2

Publisher: ACM Press

Full text available: pdf(3.10 MB) Additional Information: full citation, abstract, references

In computer assisted instruction (CAI), a dialogue of information can be maintained between the computer and a learner without dependence upon normal vision. This is possible because there are several media alternatives for information input to the learner. These alternatives include large print (visual), braille (tactile), the OPTACON reading system (tactile), and auding (auditory). The criteria used to evaluate each medium for information input include the percentage of the visually handicappe ...

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